

**IN THE CLAIMS**

1. to 20. (Cancelled)

21. (Currently amended) A method for playing a competitive card game simulating wrestling matches, the method comprising the steps of:

(a) providing a stack of playing cards for each-player playing the game, each card representing a specific wrestler and having a plurality of games thereon, wherein said card has indicia thereon representing various information about the wrestler, wherein said indicia has statistics of the specific wrestler;

(b) selecting a statistical comparison game from said plurality of games on said card, said plurality of games comprising a statistical comparison game and a wrestler's match game;

(c) selecting a card from the stack of each player;

(d) choosing one category of the statistics to be compared;  
and

(e) comparing the statistics of the wrestlers on the chosen category on the selected cards to determine a winner of the card game.

22. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein the categories are chosen from the group

consisting of height, weight, number of titles, bicep/tricep size, chest size, crowd appeal, and any combinations thereof.

23. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 22, wherein during the comparison step, at least one of the statistics of the wrestlers represented on the selected cards are compared and the player with the card having the highest statistic wins the cards of the other players.

24. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein during the comparison step, at least one of the statistics of the wrestlers represented on the selected cards are compared and the player with the card having the highest statistic wins the cards of the other players.

25. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein the choosing step includes having one of the players choose the category of the statistics to be compared.

26. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 25, wherein during the comparing step, if the statistics in the chosen category on the selected cards are the same, then another player chooses another category of the statistics to be compared.

27. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein the information on each card includes an image of a specific wrestler thereon.

28. (Currently amended) A method for playing a competitive card game simulating wrestling matches, the method comprising the steps of:

(a) providing a stack of playing cards for each player playing the game, each card representing a specific wrestler and having a plurality of games thereon, wherein said card has indicia thereon representing a ranking of the wrestler;

(b) selecting a ranking comparison game from said plurality of games on said card, said plurality of games comprising a ranking comparison game and a wrestler's match game;

(c) selecting a card from the stack of each player; and

(d) comparing the rankings of the wrestlers on the selected cards to determine a winner of the card game.

29. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 28, wherein during the comparing step, the rankings of the wrestlers represented on the selected cards are compared and the player with the card having the highest ranking wins the selected cards of the other players.

30. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 28, further comprising a step where the players drop the selected cards so as to tumble end over end and land either face up or face down, wherein the comparing step includes comparing the rankings of the wrestlers represented on any of the selected cards which are face up and the player with the card

having the highest ranking wins the selected cards of the other players.

31. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 28, wherein the information on each card includes an image of a specific wrestler thereon.

32. (Currently amended) A method for playing a competitive card game simulating wrestling matches, the method comprising the steps of:

(a) providing a playing card for each player, each card representing a specific wrestler and having indicia thereon, wherein said indicia has one or more wrestling moves of said specific wrestler represented thereon, a rating of punishment that said one or more wrestling moves can inflict on an opponent, and a rating of total amount of punishment that said specific wrestler represented thereon can sustain; and

(b) each of the players sequentially selecting a wrestling move to be performed from the card of the player and subtracting the rating of punishment of the selected wrestling move from the rating of total amount of punishment of the card of another player, said sequential selection and said subtraction continuing until one of the players depletes the total amount of punishment of the other player.

33. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 32, wherein the sequential selecting step is performed using at least one die.

34. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 33, wherein the at least one die is sequentially rolled by the players and the at least one die provides information to pick the wrestling moves and thus the rating of punishment to be subtracted from the ratings of total amount of punishment of the card of the other player.

35. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 32, further including the step of providing a plurality of playing cards separated into a number of stacks corresponding to players playing the game.

36. (Previously presented) A method for playing a competitive card game, simulating wrestling matches in accordance with claim 35, wherein, during the providing step, the card provided to each player is drawn from the stack of each player.

37. (Previously presented) A method for playing a competitive card game simulating wrestling matches in accordance with claim 32, wherein each card includes an image of a specific wrestler thereon.

38. (Currently amended) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein said indicia further comprises information selected from the group consisting of one or more wrestling moves of said specific wrestler represented thereon, a rating of punishment that said one or more wrestling moves can inflict on an opponent, a rating of total amount of punishment that said specific wrestler represented thereon can sustain, and any combinations thereof.